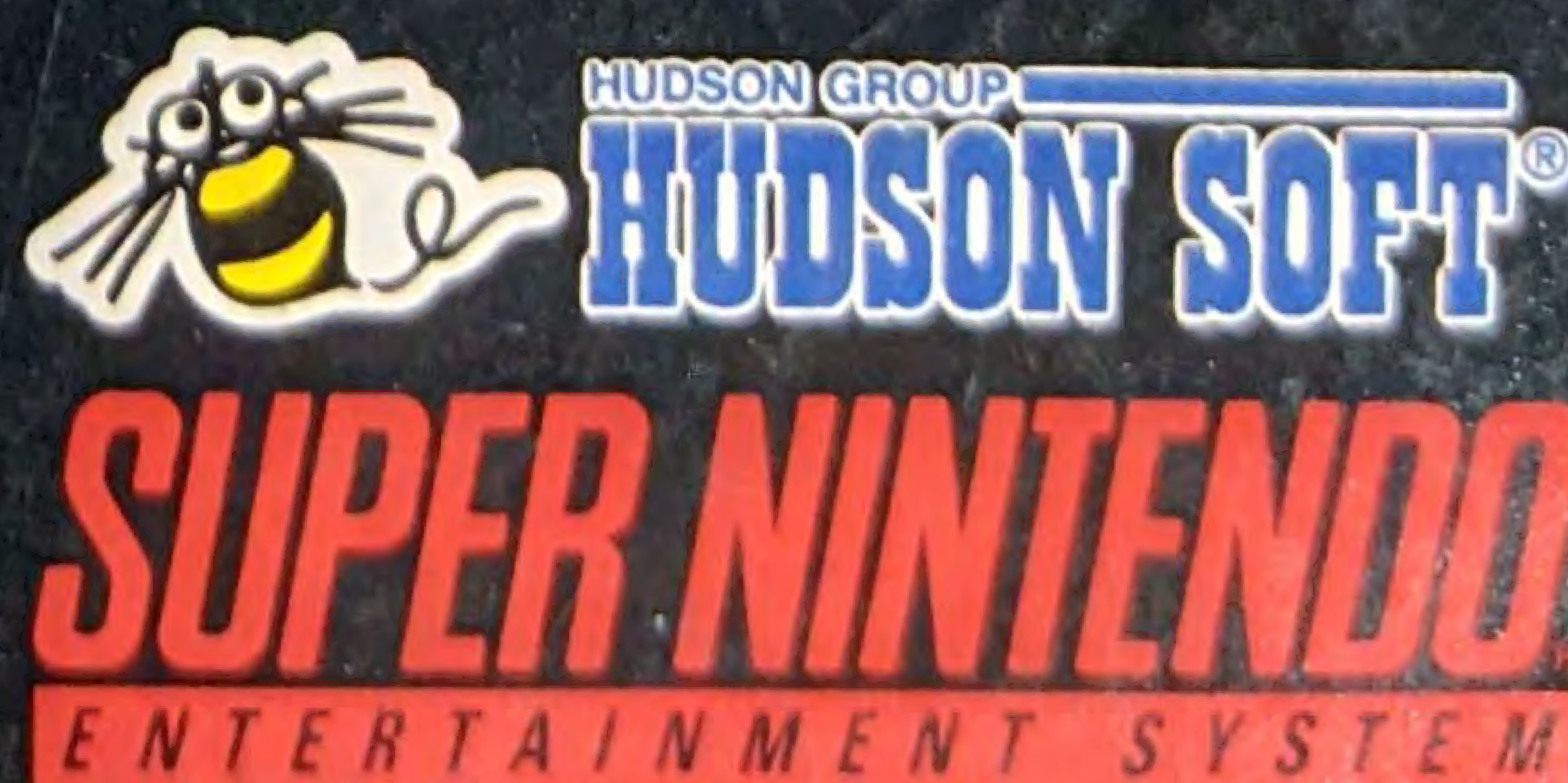




## INSTRUCTION BOOKLET







## THANK YOU !

Thank you for adding HAGANE™ to your library of Super NES games. You have just made the perfect choice by selecting this quality Hudson Soft title. In order to insure your complete enjoyment of this game, we recommend that you read the manual carefully and follow its instructions and suggestions.

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## PROLOGUE

The Fuma clan possesses extreme strength and spiritual power. They are Ninjas capable of using ninja arts and black magic at will. Their quest is to protect the Holy Grail. It is said to possess power that can destroy the world.

From long ago, the Koma clan had plotted to destroy the world using the destructive power of Holy Grail. Suddenly they attacked the Fuma clan and stole Holy Grail. However, they failed to notice that among the severely wounded, one man survived....

On the verge of death, the barely living man named Hagane was brought back to life by highly advanced cyber-technology performed by a mysterious old man named Momochi. However none of Hagane's body survived except his brain....

Already a powerful ninja, he now had the incredible power and speed of a human cyborg. With this power, he vowed to take revenge upon the Kokuro faction.

## The Fuma and Koma Clans

The Fuma and Koma clans who live mainly in darkness have mastered the secret arts of ninja and black magic. Although they look just like normal people, they have strength and spiritual power beyond normal human beings.

### Factions

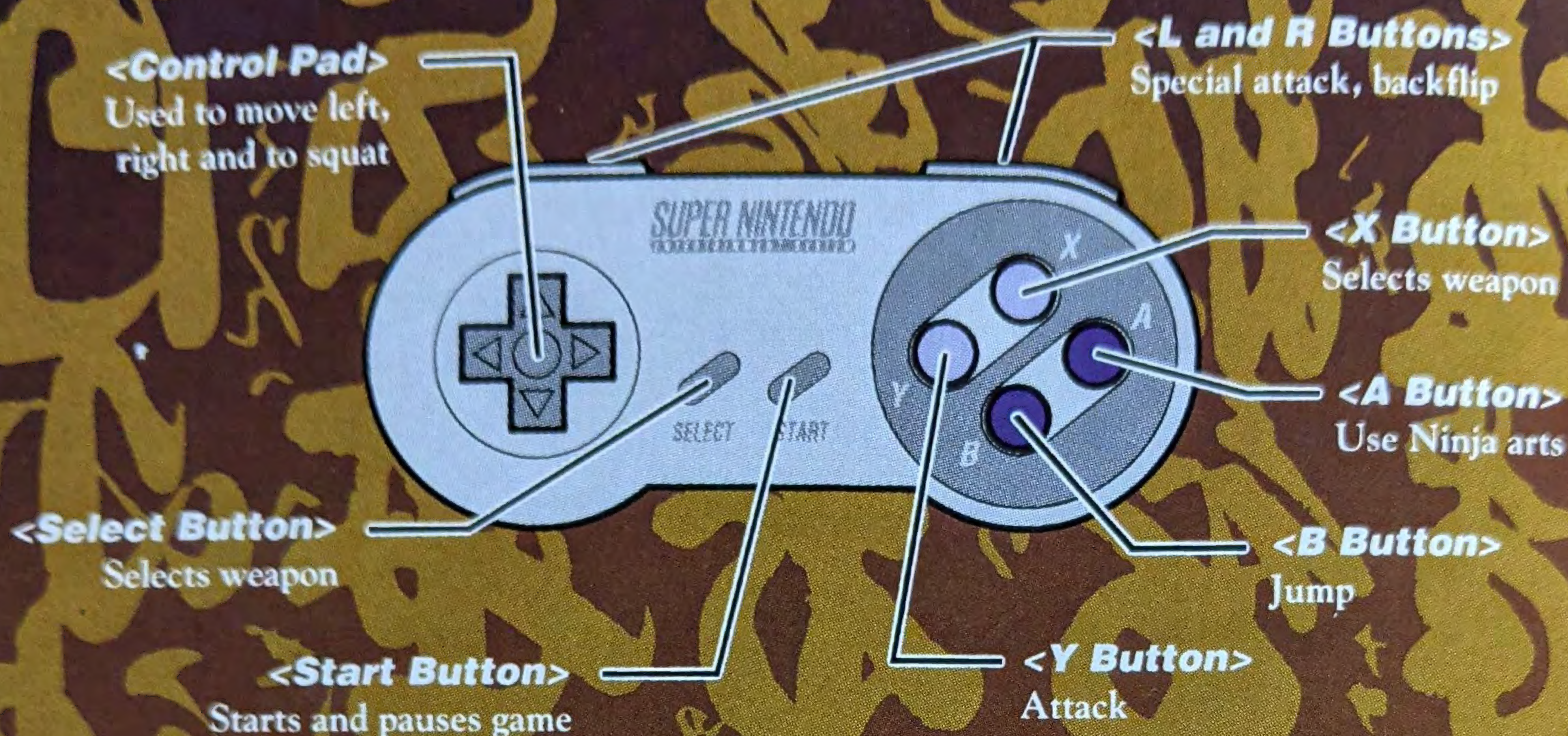
Each clan consists of several groups called "factions". The Fuma clan is split into factions based on the Chinese zodiac. For example, the cow, the tiger and the dragon. The Koma clan is split into factions by color; consisting of the white, the gold and the red dragon.

In the case of the Fuma clan, members of a given faction know nothing more about any other factions except the fact that they exist. Their blood lines are cut off from the outside world and is destined to decline.





# USING THE CONTROLLER



\* The function of each button can be changed on the Config Screen.

## THE CONFIG SCREEN

The Config Screen appears when you select CONFIG by moving the Control Pad up/down and left/right on the Title Screen, or by pressing the Select, L or R Button. This screen allows you to change the functions of buttons, and listen to game music and special sound effects. When you wish to return to the Title Screen, move the Control Pad up/down to select EXIT, and then press the A, B, X or Y button. You can also get back to the Title Screen at any time by pressing the Start Button.

### ■ CHANGING BUTTON FUNCTIONS

Select the function whose button you wish to change by moving the Control Pad up/down. Press the button which you wish to have take on that function, and that button will now perform that function.





# STARTING THE GAME

The game starts when you press the Start, A, B, X or Y Button while on the Title Screen. The game is divided into 5 stages. You must destroy the boss at the end of each stage in order to advance to the next stage.



Title Screen

## ■ CONTINUING A GAME

You lose one Hagane when your life gauge reaches zero or time runs out. After the game is over the Title Screen will appear again and "CONTINUE" will be displayed on the screen. You can continue your game from the stage where your game ended by pressing the Start, A, B, X or Y button.

## ■ MUSIC AND SPECIAL SOUND EFFECTS

On the Config Screen, you can align the cursor with the options "MUSIC" or "SOUND" using up/down on the Control Pad, and select numbers using left/right of the Control Pad or using the L or R Button. You can listen to the music or special sound effect which correspond to this number by pressing the A, B, X or Y Button. Similarly, selecting "MODE" allows you to select whether to listen to the music or sound effect in stereo or monaural sound.



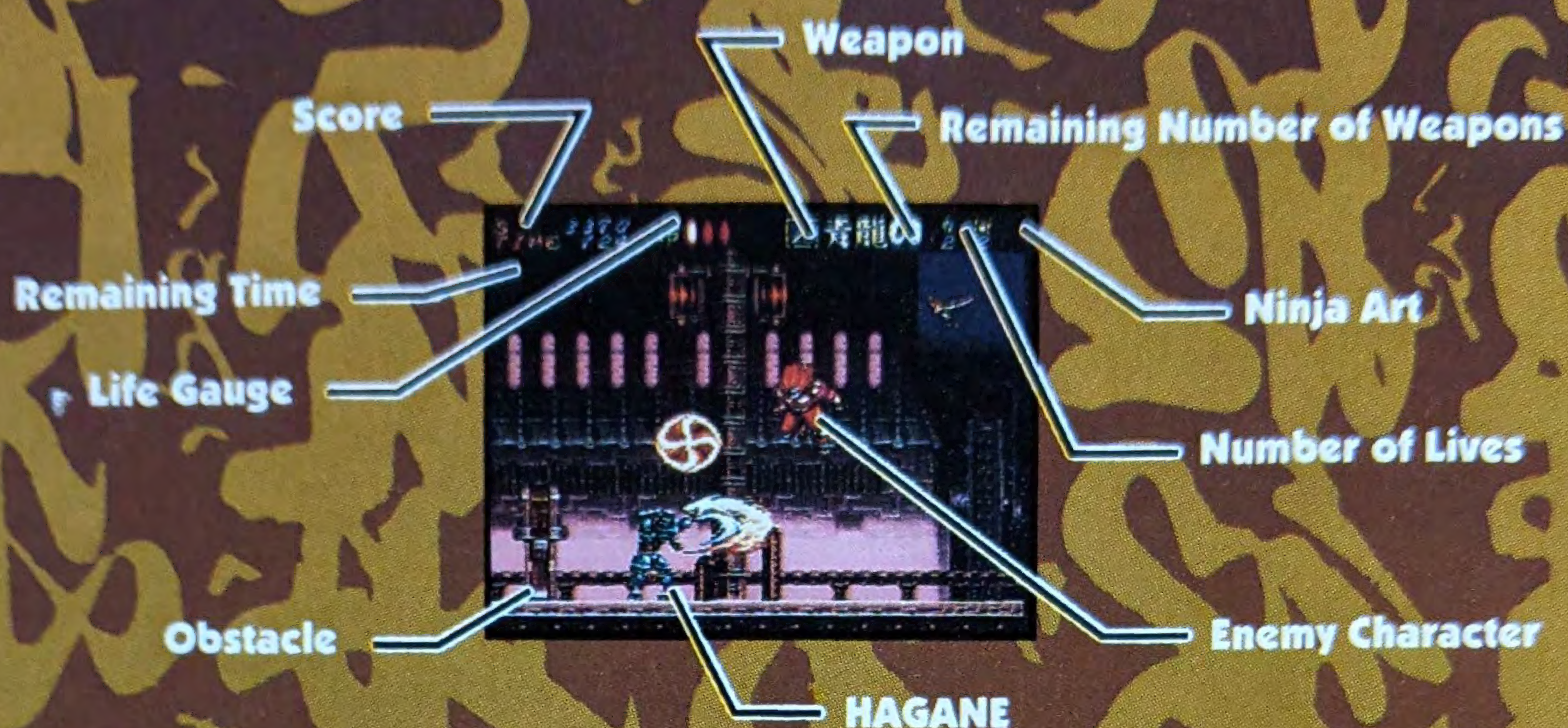
Config Screen

(In order from top)

Attack  
Jump  
Ninja art  
Weapon select  
Weapon select  
Special attack, backflip  
Special attack, backflip  
Music  
Special sound effects  
Stereo/mono switch  
Return to Title Screen



# VIEWING THE GAME SCREEN



## Obstacles

Some obstacles contain items when destroyed.

## Score

Increases as you destroy enemies.

## Remaining Time

You lose one life if you do not clear the stage before this number reaches 0.

## Life Gauge

This indicates Hagane's life energy. This decreases as he takes damage. You lose one life if all energy disappears. It is possible to restore energy and even to increase the maximum level of energy possible by picking up certain items.

## Weapon

Shows the currently selected weapon and its name.

## Remaining Number of Weapons

You can no longer use a weapon when this number reaches 0. However, it is possible to replenish weapon stores by picking up certain items. If " $\infty$ " is displayed for a weapon, it may be used indefinitely without diminishing.

## Number of Lives

The game is over if you lose all lives.

## Ninja Art

You can use ninja art the number of times displayed here.



# INTRODUCING HAGANE



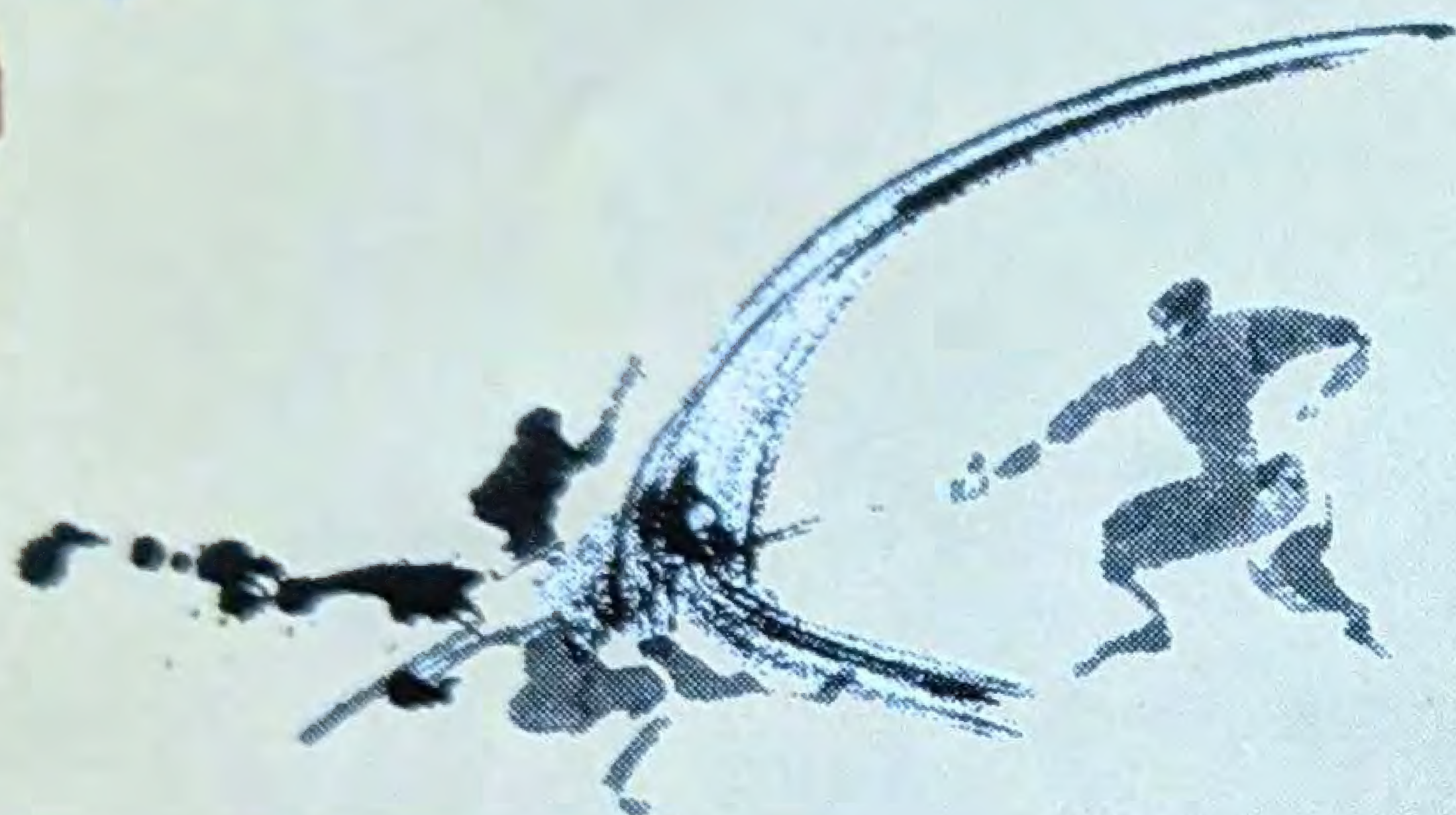
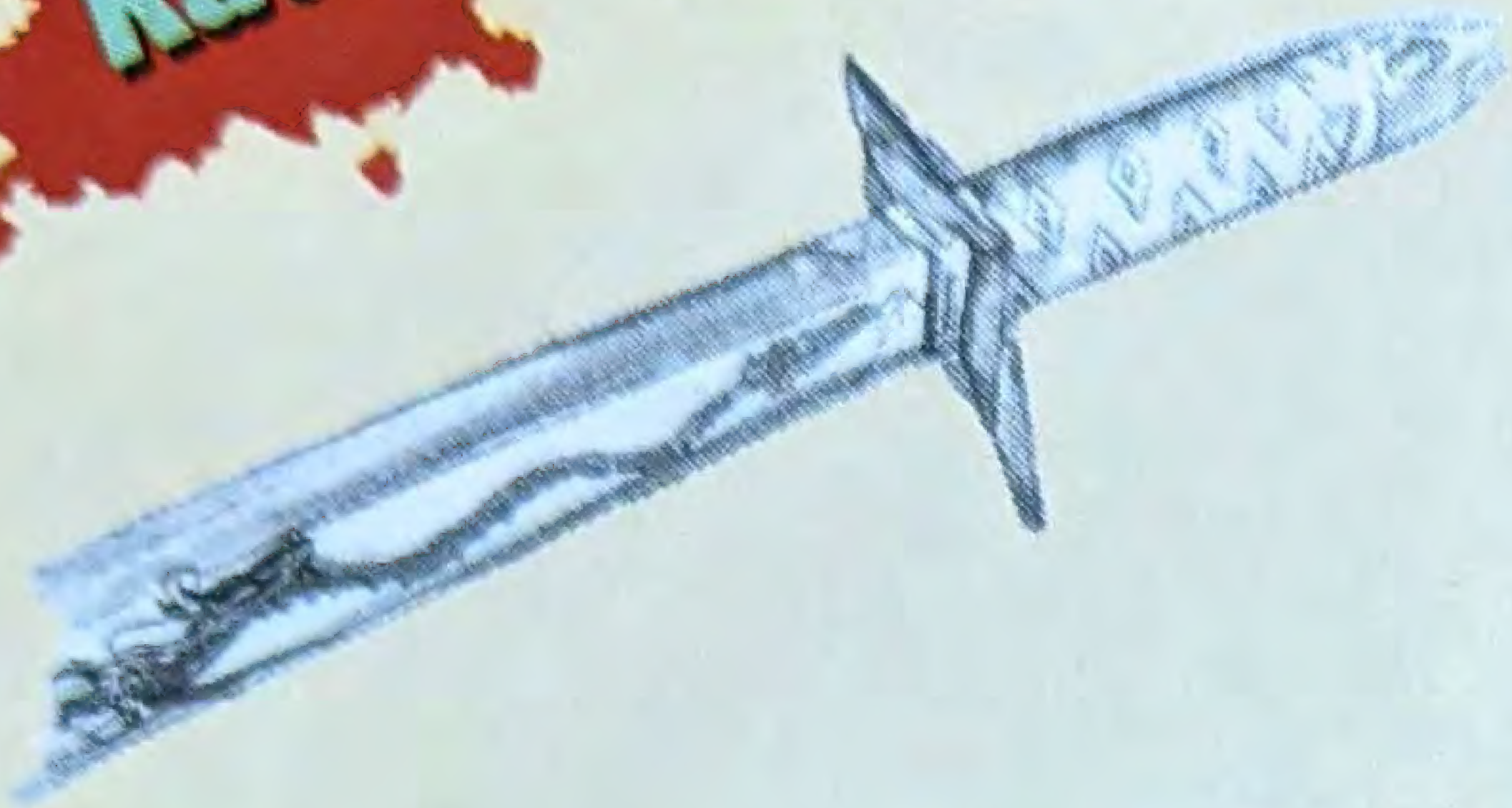
- Age: 20
- Sex: Male
- Height: 192 cm (182 cm before re-birth)
- Weight: 170 kg (80 kg before re-birth)
- Personality: Extremely combative



# WEAPONS USED BY HAGANE

Katana

青龍



LIMITED USE

None

ATTACK RANGE

Close

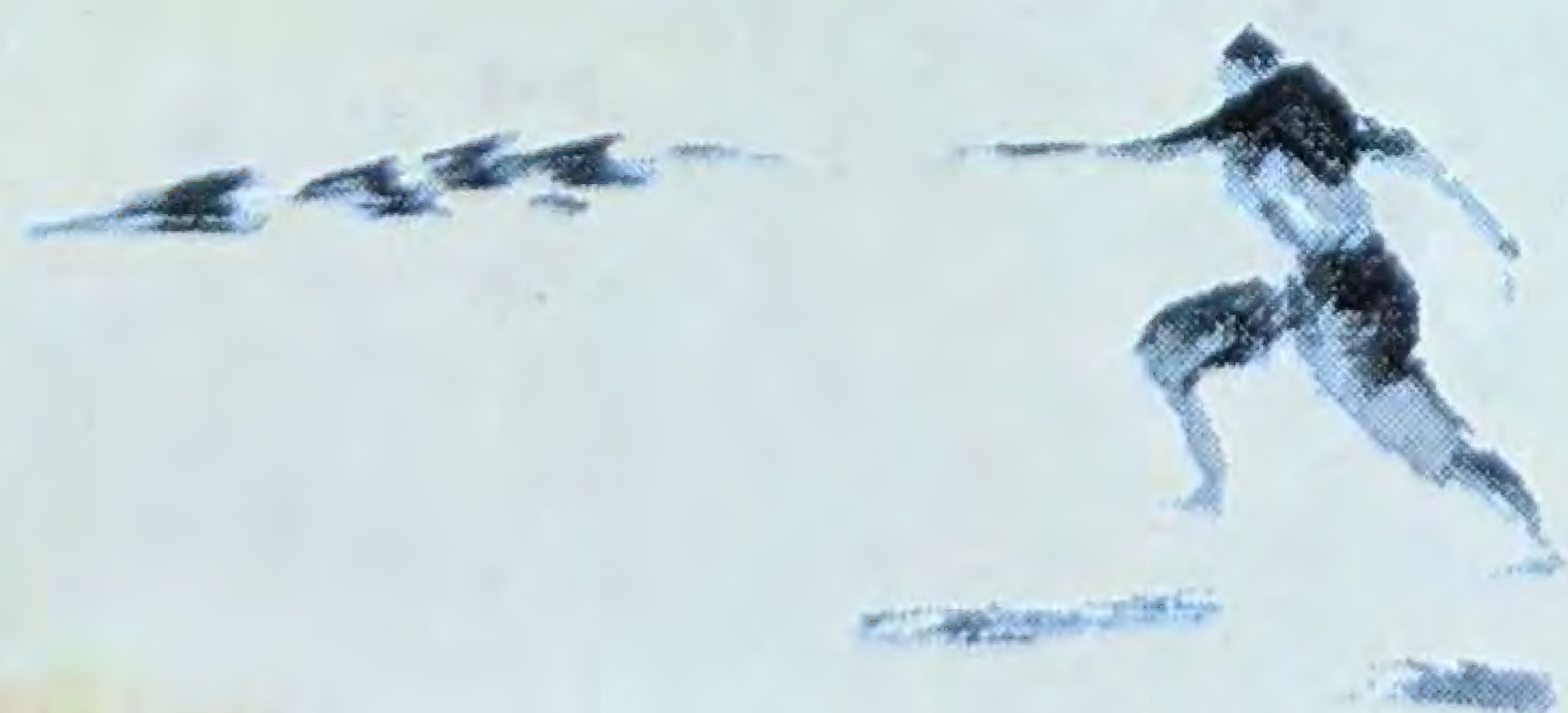
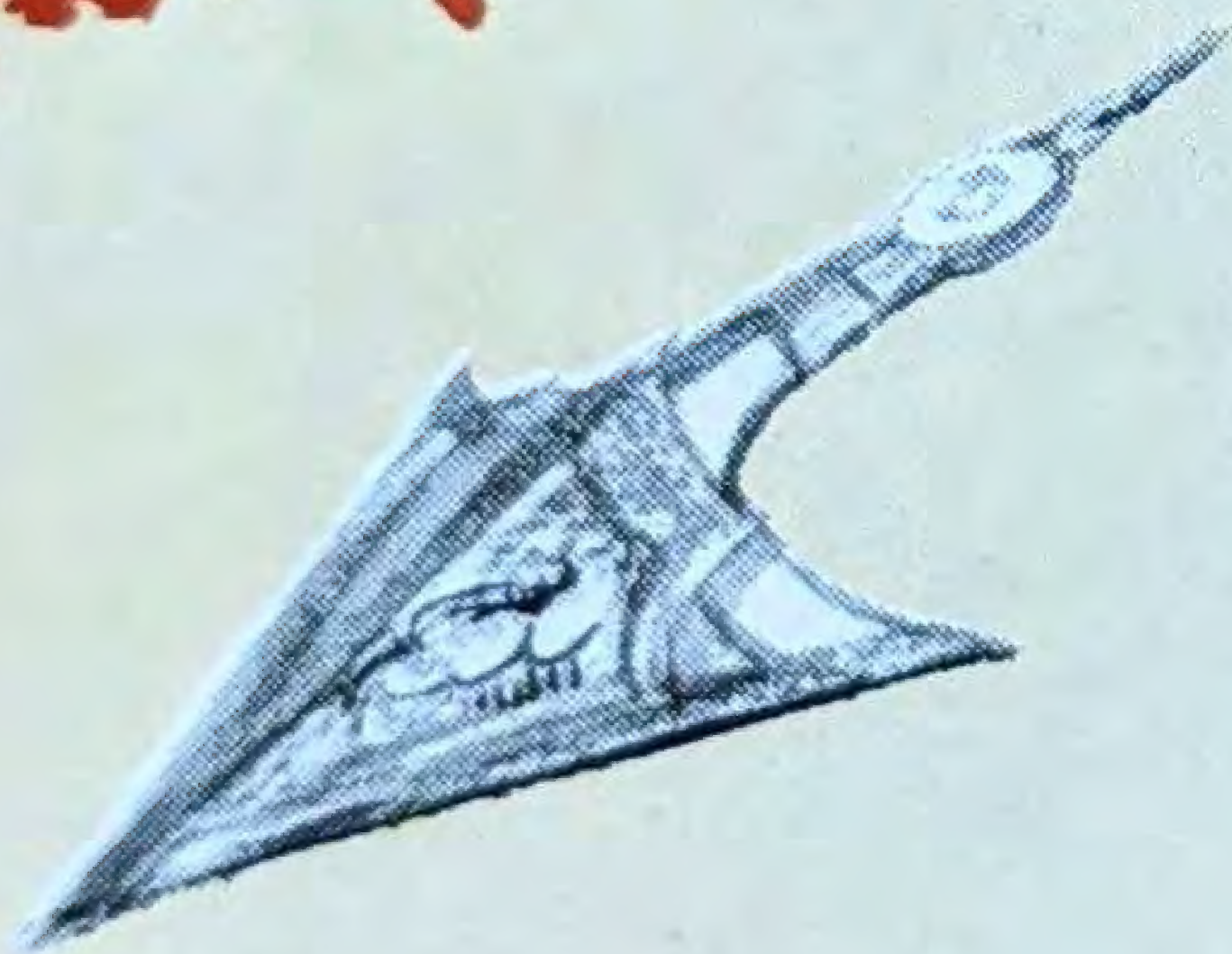
POWER

Medium

The blade is wrapped in a blue energy plasma glow during attack. This gives it the power to easily cut through a 50-cm thick piece of steel.

Shuriken

朱雀



LIMITED USE

Yes

ATTACK RANGE

Far

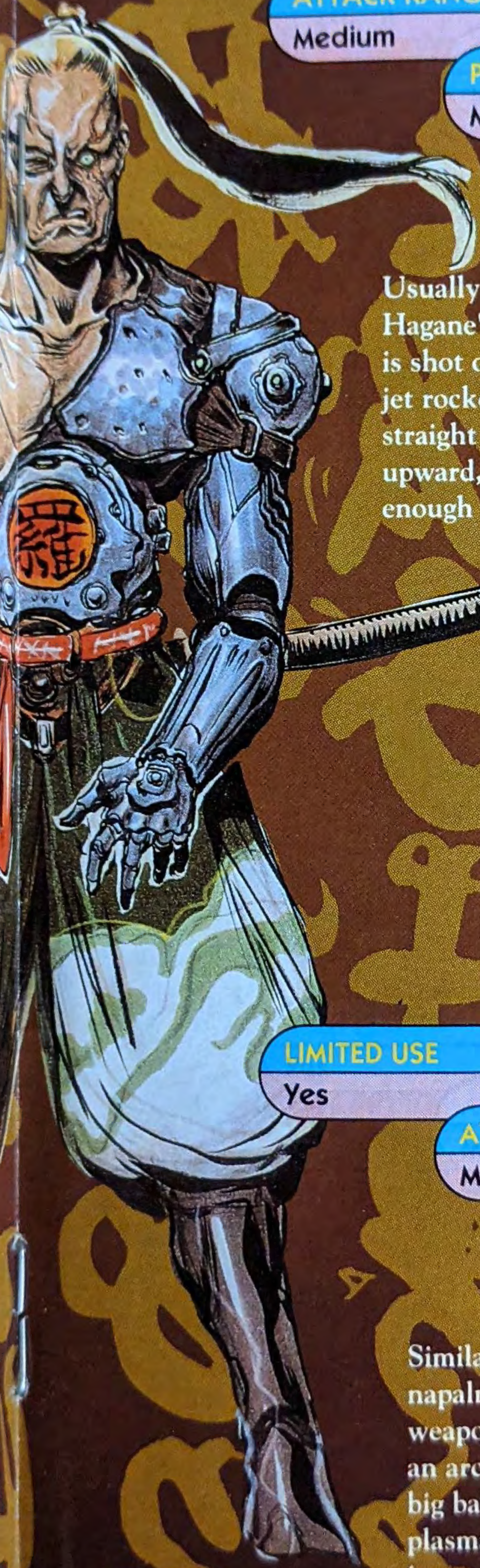
POWER

Weak

Using a special flight constructed alloy, these weapons are capable of accurately hitting targets at distances of over several hundred meters. Though small, they have the explosive power of a bazooka because they depend directly on the strength of Hagane's arm.





**LIMITED USE**

None

**ATTACK RANGE**

Medium

**POWER**

Medium

Usually hidden inside Hagane's arm, this weapon is shot out by high-speed jet rockets. Extending in a straight line forward or upward, this weapon has enough power to go right through an enemy's body.

Hagane can also use this weapon to move by grabbing onto the ceiling or tree branches overhead.

**Genbu  
(Chain)****LIMITED USE**

Yes

**ATTACK RANGE**

Medium

**POWER**

High

Similar to a small napalm bomb, this weapon flies forward in an arc and generates a big ball of super hot plasma where it lands, immediately burning everything around it.

**Byakko  
(Bomb)**



# HOW TO ATTACK

## ■ Attack

Press the Y Button to attack with the currently selected weapon. Press the Y Button while pressing down on the Control Pad to attack from a squatting position. You can attack in the upward direction when Genbu (Chain) is selected by pressing the Y Button while pressing up on the Control Pad.



Upward Attack



Squatting Attack



Normal Attack



## ■ Jump

Press the B Button to jump. The direction you jump is determined by pressing left or right on the Control Pad. You can even move left and right in the middle of a jump.



## ■ Spinning Jump

Pressing the B Button while rising during your jump allows you to perform a spinning jump. However, you cannot attack while spinning.



## ■ Wall Jump

If you hit a wall while performing a spinning jump you can jump off the wall in the reverse direction. You can climb by performing continuous wall jumps in areas surrounded by walls.



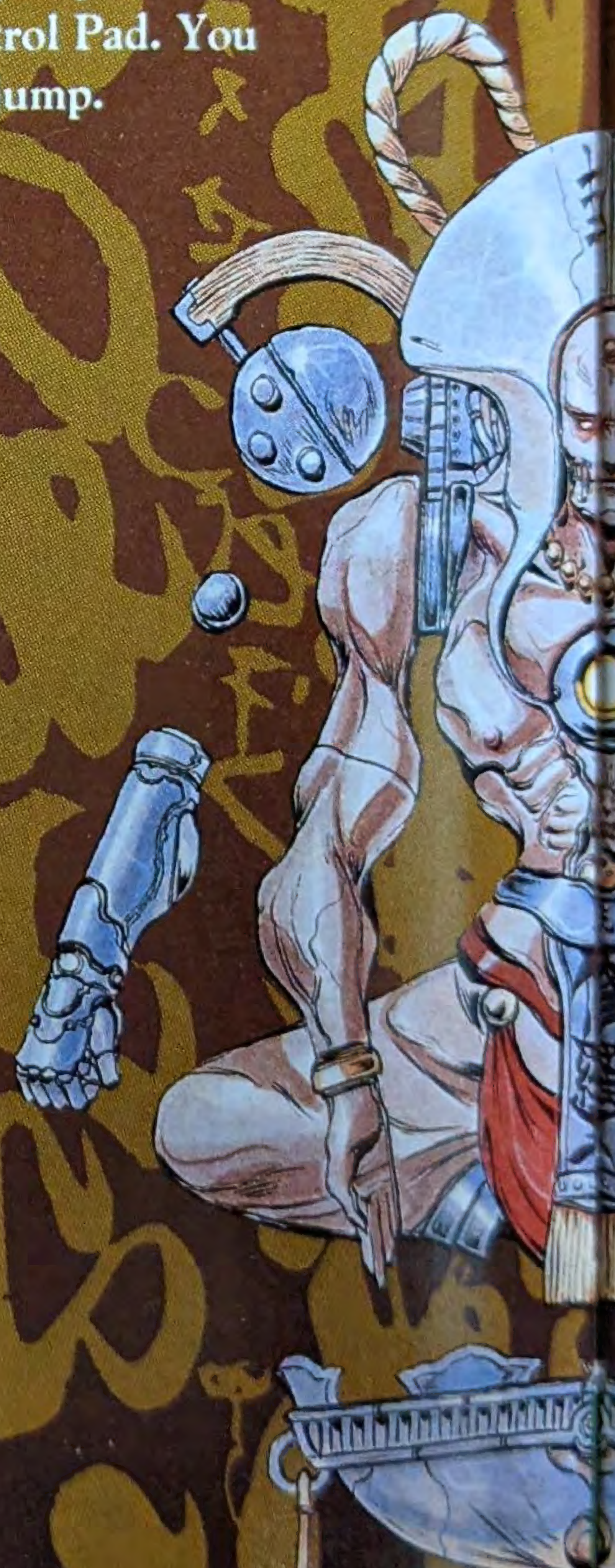
## ■ Sliding

Press the B Button while squatting to slide along the ground.



## ■ Downward Kick

Pressing down on the Control Pad while jumping allows you to attack by kicking straight down. If you keep pressing down on the Control Pad, you can continuously kick downward.





## ■ Grabbing the Ceiling and Other Things

In places where there is a ceiling or tree branches overhead, you can grab the object overhead by jumping while holding up on the Control Pad. It is possible to move while maintaining a hold. Press the B Button to return to the ground. It is also possible to grab ceilings by shooting the Genbu (Chain) into them.

## ■ Ninja Art

Press the A Button to use ninja art. All enemies on the screen will take damage, and Hagane will become temporarily invincible. All enemy shots will also disappear.



# SPECIAL ATTACK

Pressing the R Button while Hagane is facing right will cause you to rotate forward. Pressing the L Button will cause you to do a backflip. Pressing the Y or B Button while rotating will release a special attack depending on the situation. (See the SPECIAL ATTACK LIST on next page.) Although you cannot attack from a backflip, it is possible to move left and right more quickly.

\* When Hagane is facing left, the L Button causes rotation, and the R Button causes a backflip.

## ■ HOW TO PERFORM A SPECIAL ATTACK

During rotation, Hagane rotates a total of 3 times. The special attack released depends on you press the Y or B Button during rotation. Hagane's body at this time will appear the same during the first rotation, blue during the second, and yellow during the third.

First Rotation



Second Rotation


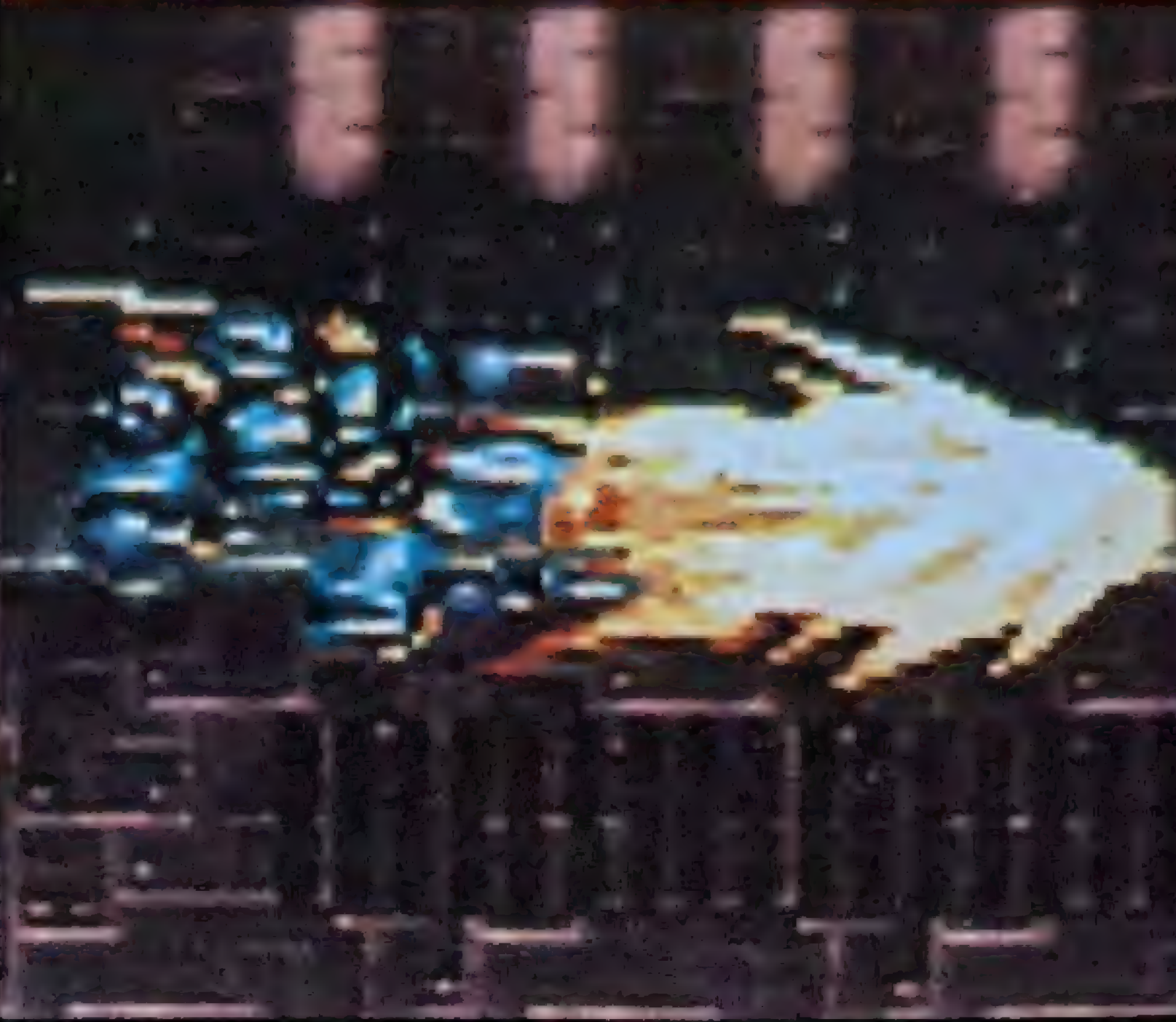

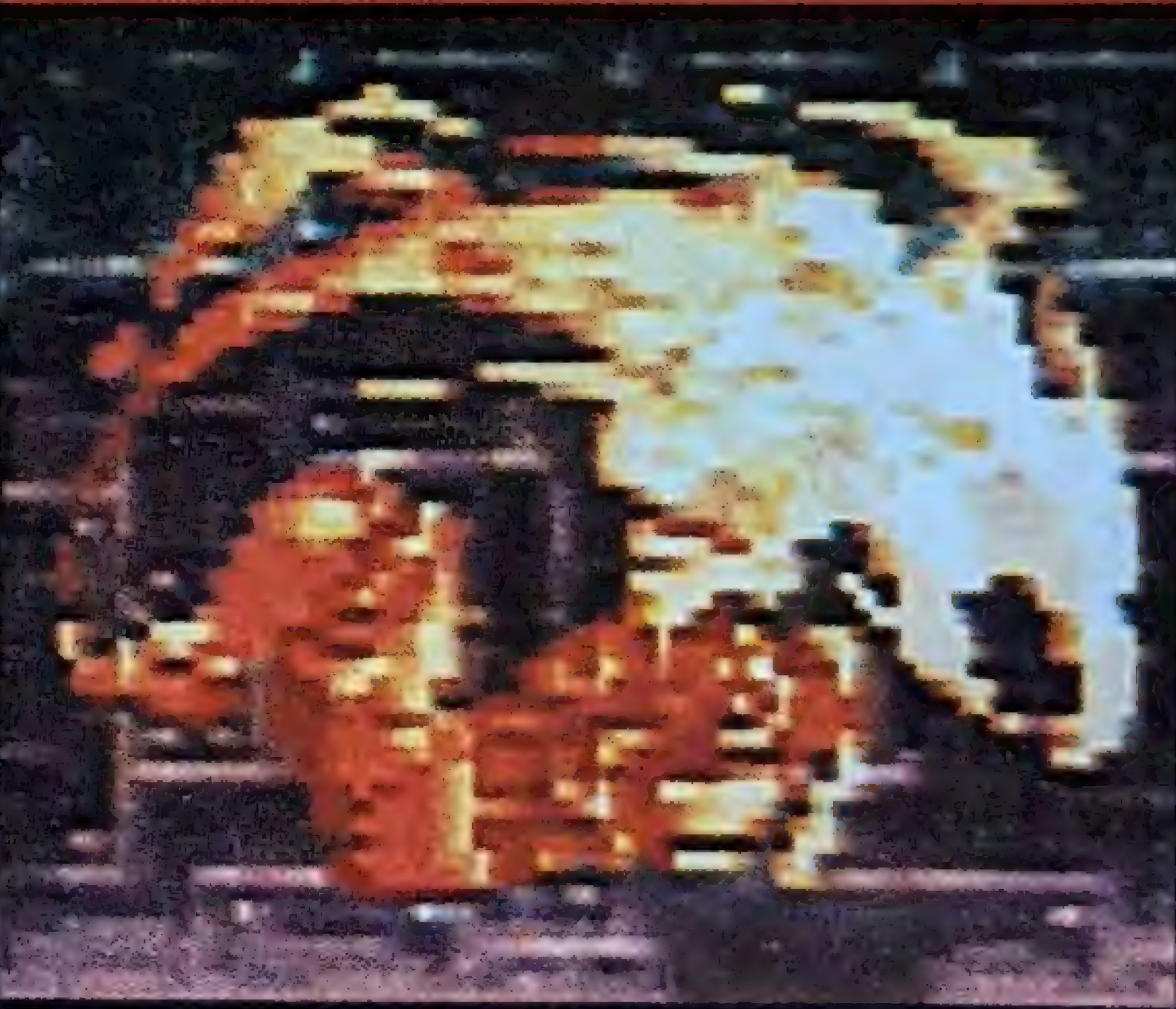




Third Rotation





# SPECIAL ATTACK LIST

	Y Button	B Button
First Rotation	Wolf Power	Rapid Wind Kick
	 <p>Releases a punch while moving forward</p>	 <p>Releases forward kick while jumping</p>
Second Rotation	Kami Kick	Fire Bird
	 <p>Jumps while rotating and kicks upward</p>	 <p>Jumps forward, body wrapped in flames</p>
Third Rotation	Dragon Bomb	Death Kick
	 <p>Causes explosion by sticking sword into the ground</p>	 <p>Releases kick while rising straight up</p>




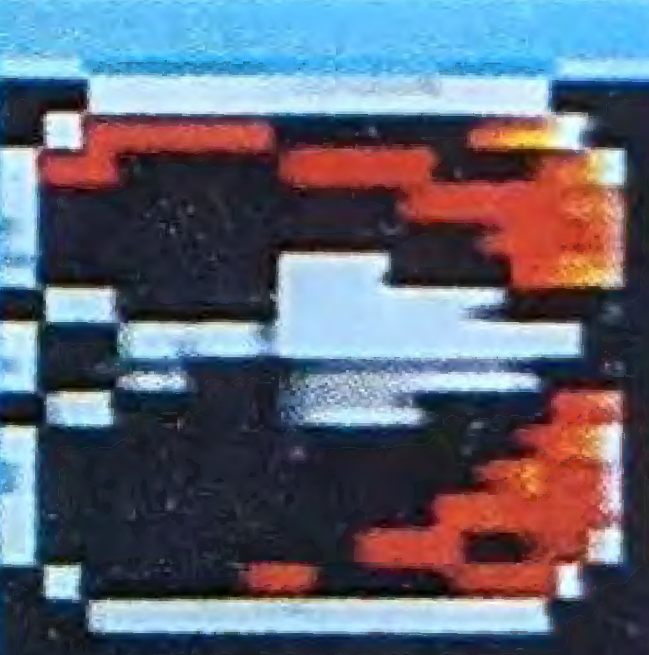






# ITEMS

Items possessing various special effects appear when certain enemies and obstacles are destroyed. There are a total of 6 items. Items hanging in mid-air can be picked up just by touching them, but you must squat or slide to pick up items on the ground.

## ITEM LIST

	<b>Restore Life</b> Restores one life gauge to full energy.		<b>Life Gauge Up</b> Increases top level of the life gauge and restores life gauge to full energy.
	<b>1UP</b> Increases number of remaining turns by one.		<b>Shuriken</b> Increases the number of Shuriken by 10.
	<b>Bomb</b> Increases the number of Byakko (Bombs) by 10.		<b>Ninja Art</b> Increases the number of times you can use ninja art by 1.









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